

Figure 1

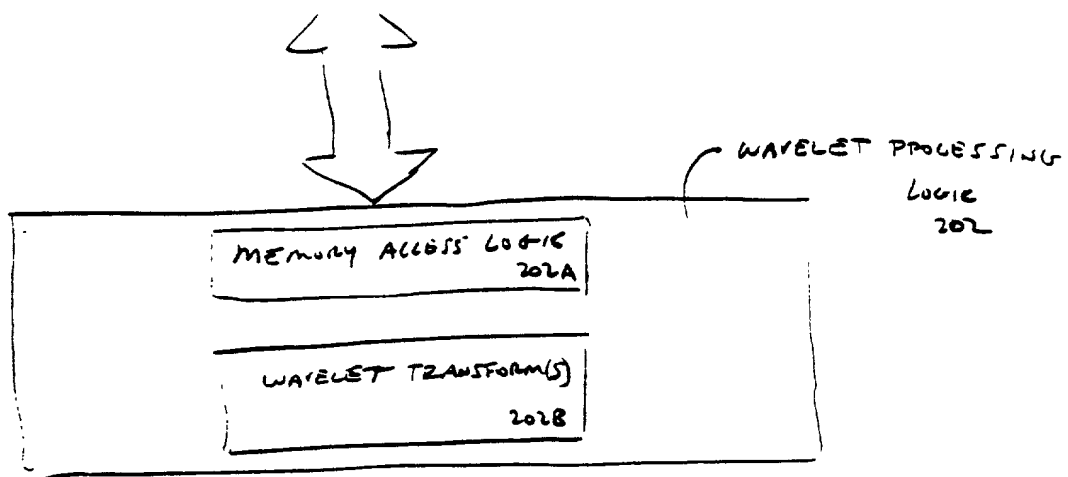
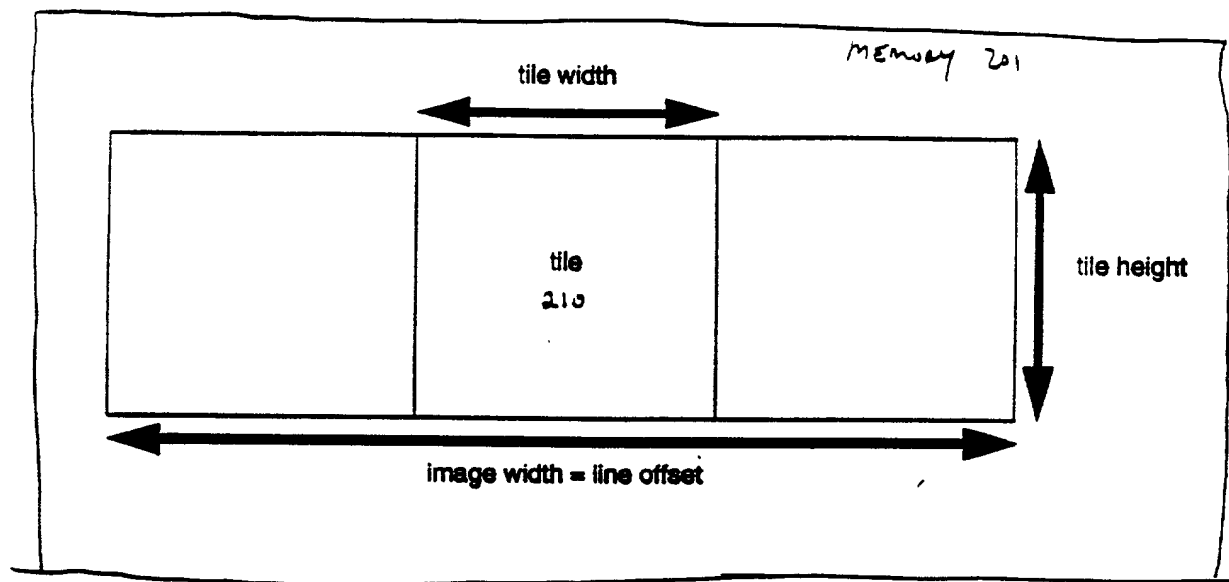
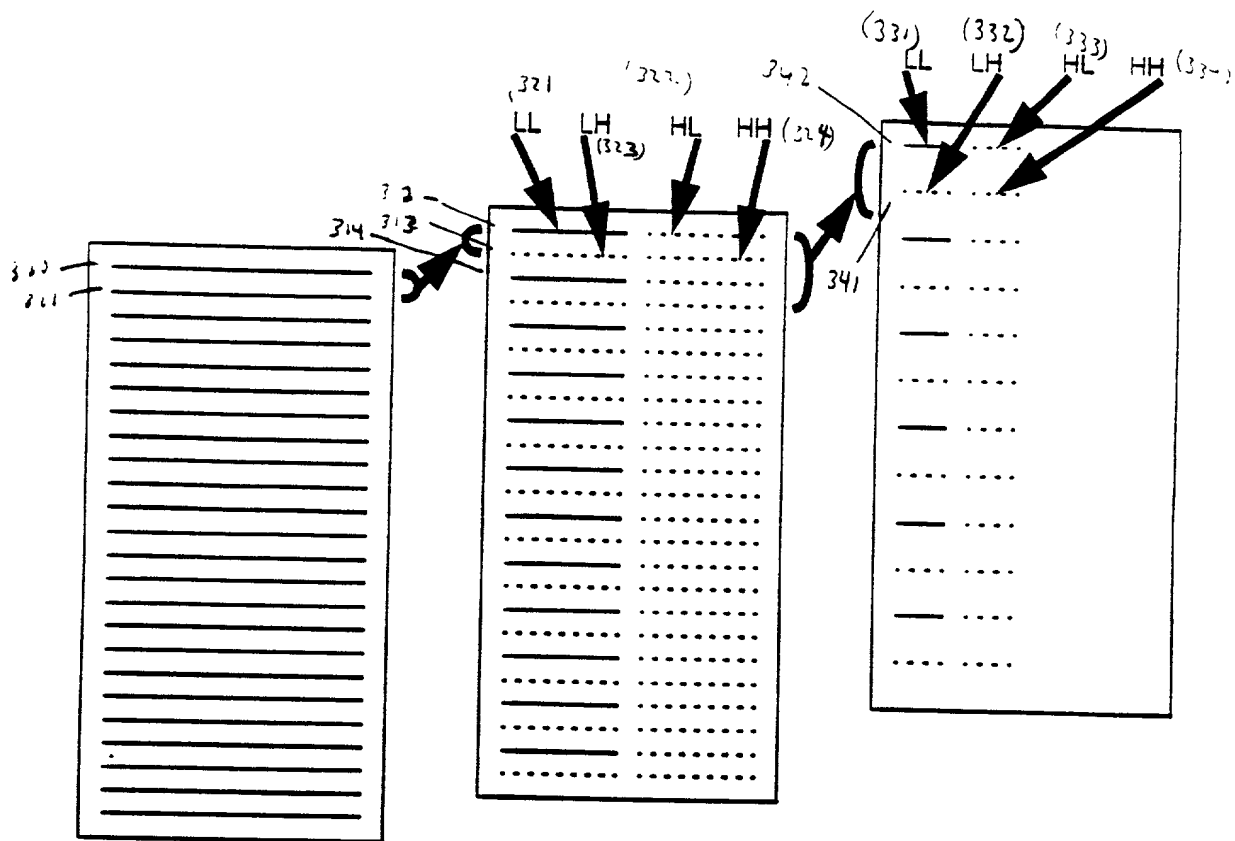


Figure 2



input 3.0.1
(A)

level 1 (3.0.2)
(B)
Figure 3

level 2 (3.0.3)
(C)

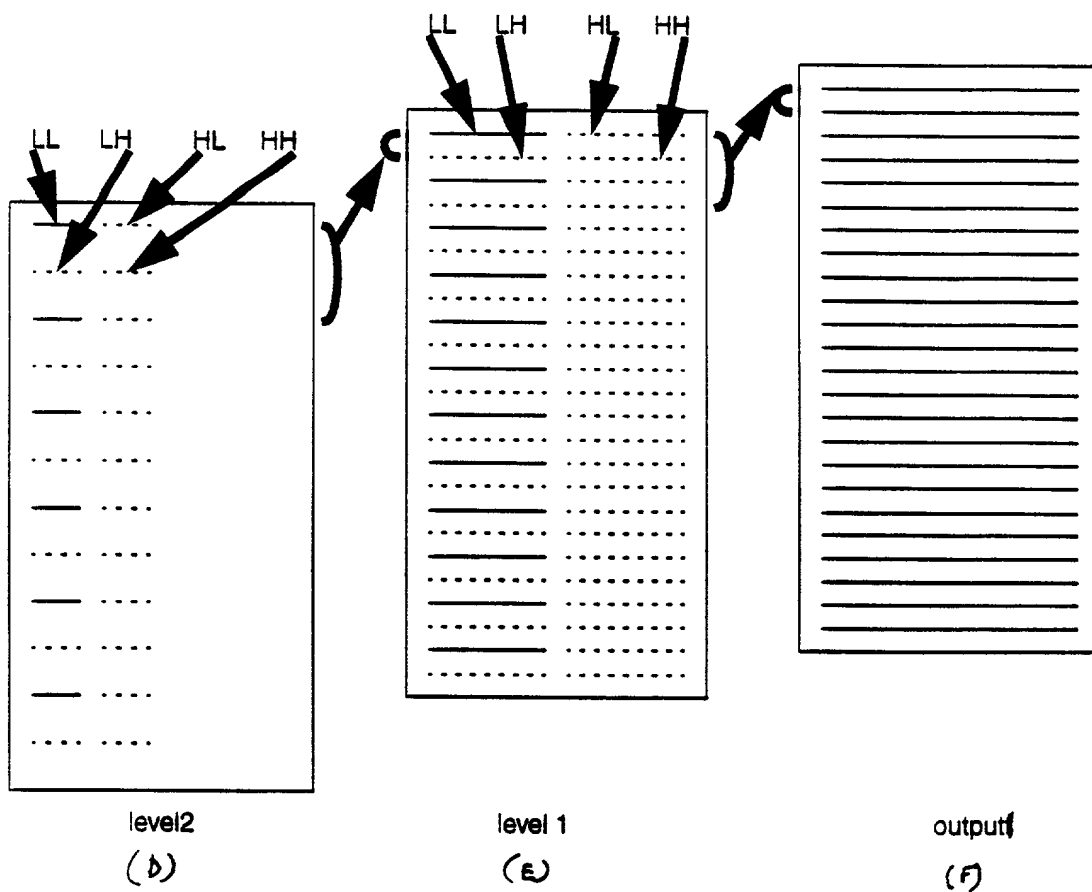


Figure 3

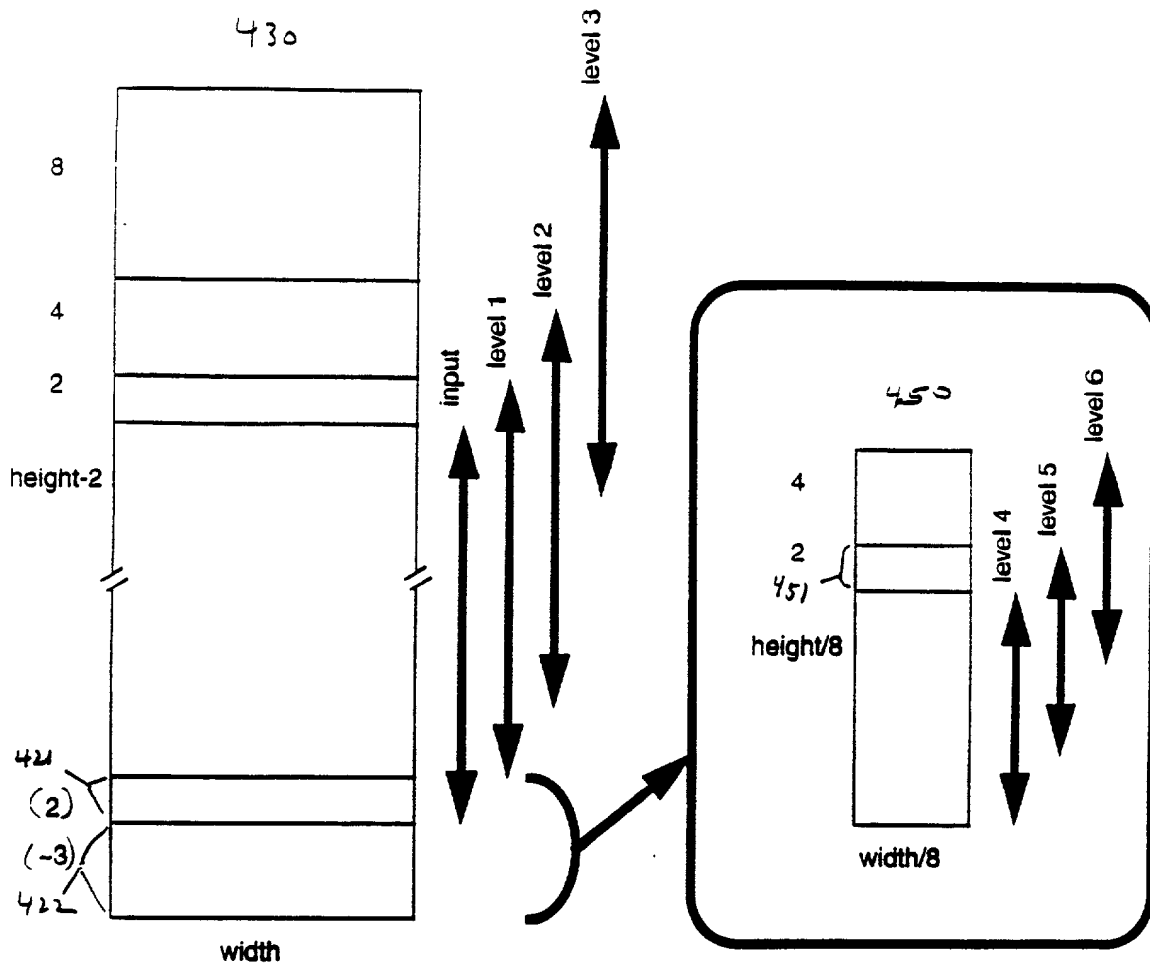


Figure 4 A

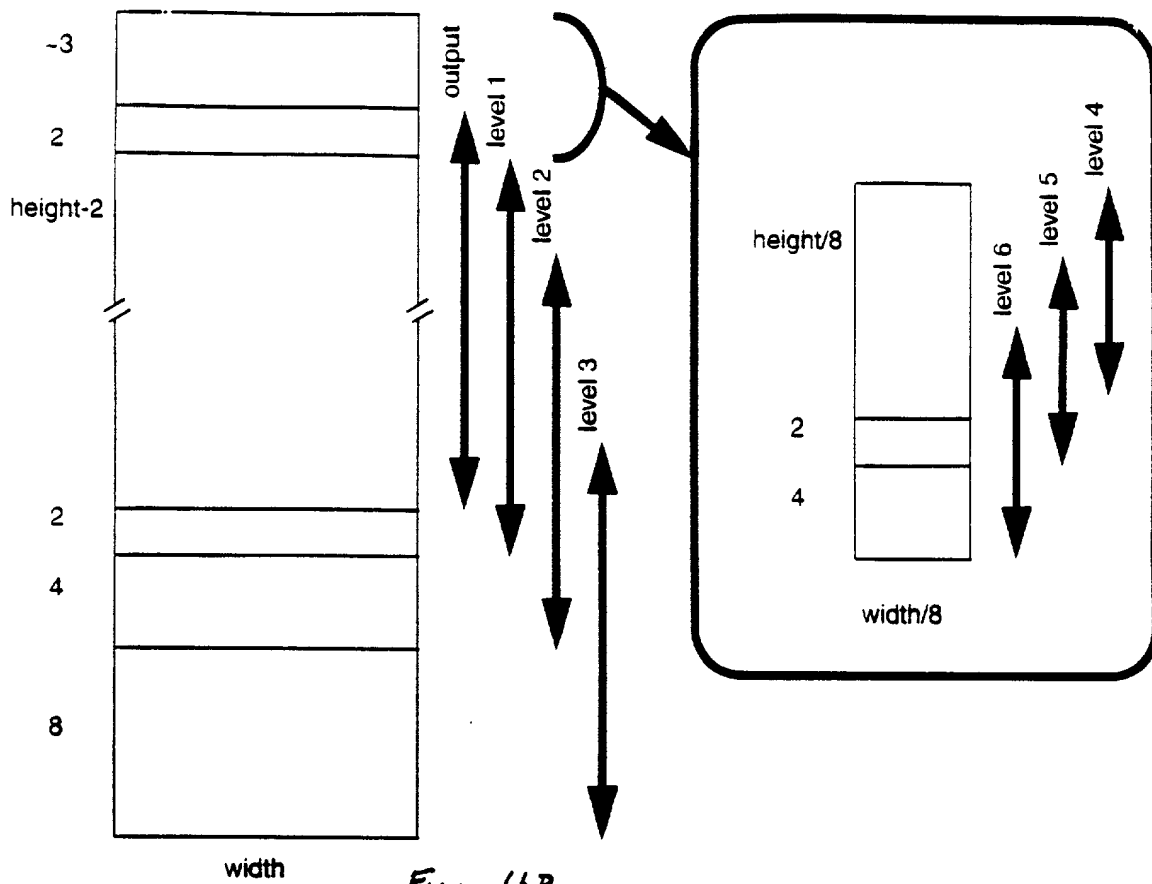


Figure 4B

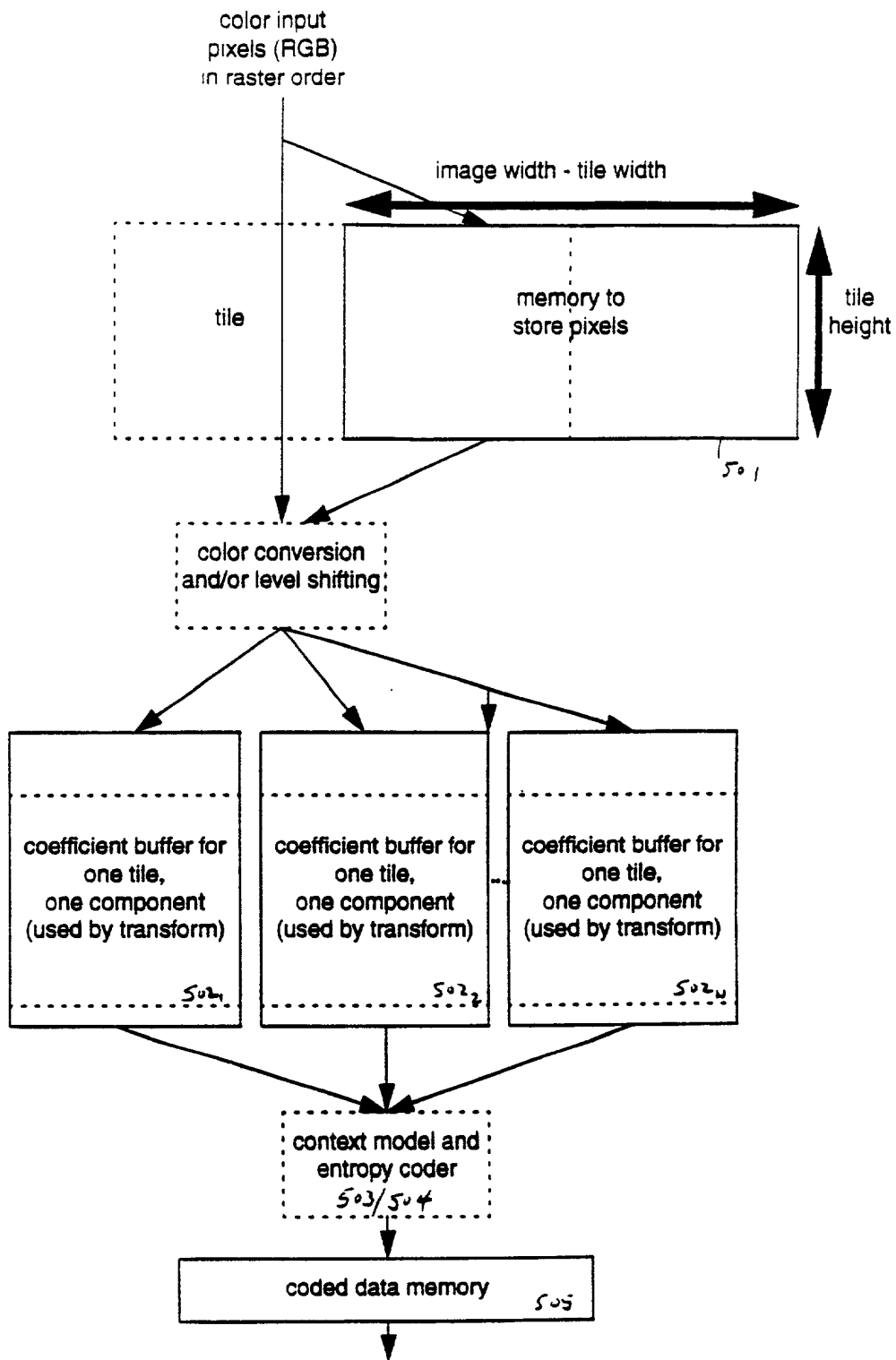


Figure 5

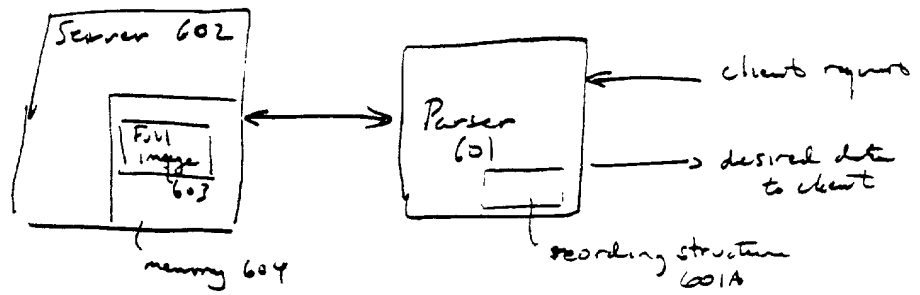


Figure 6A

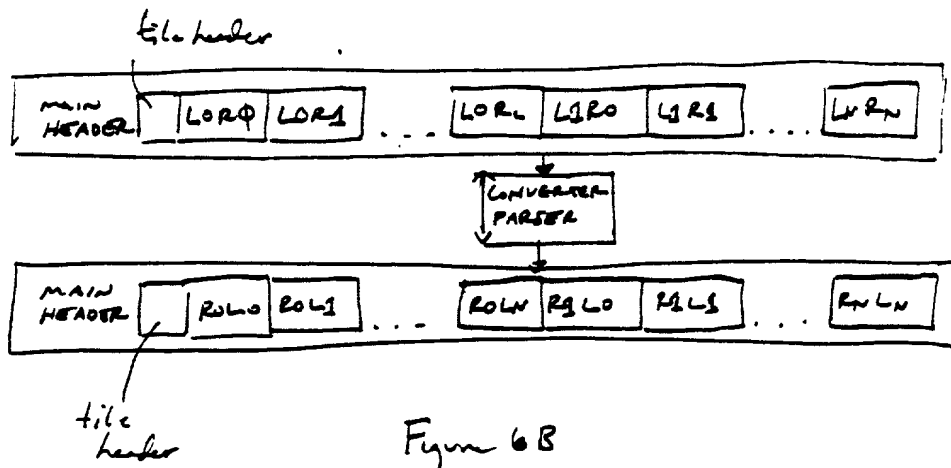


Figure 6B

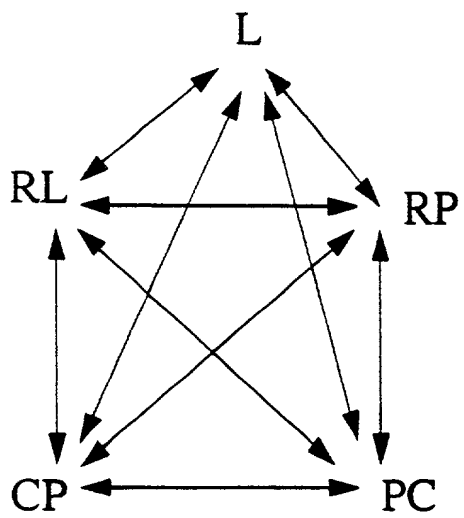


Figure 7A

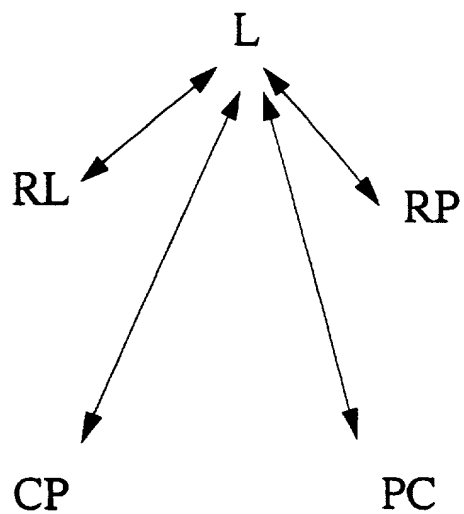


Figure 7B

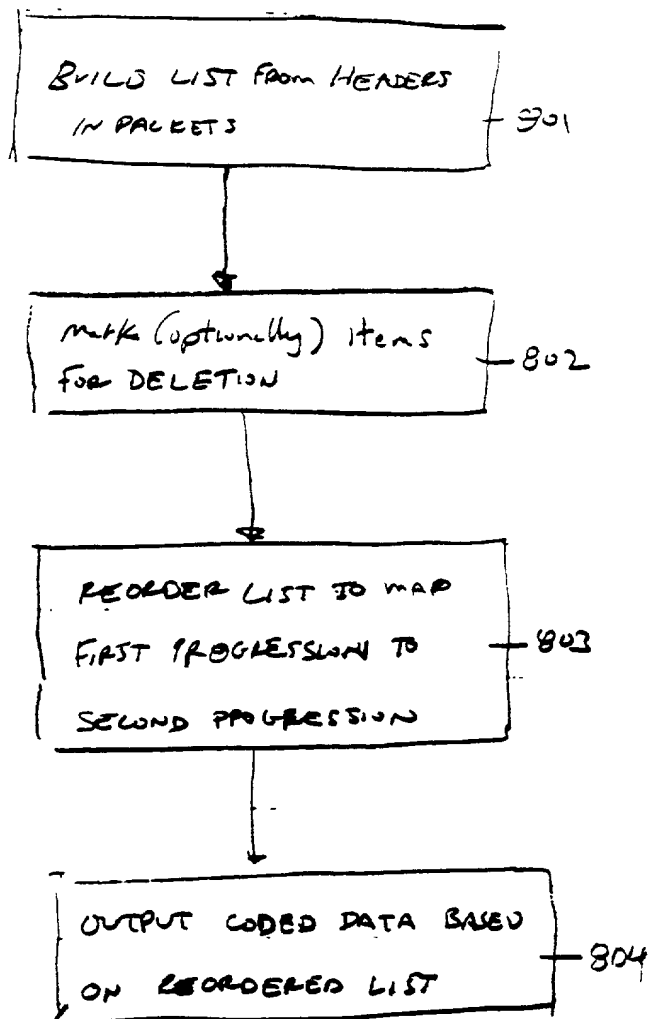


Figure 8

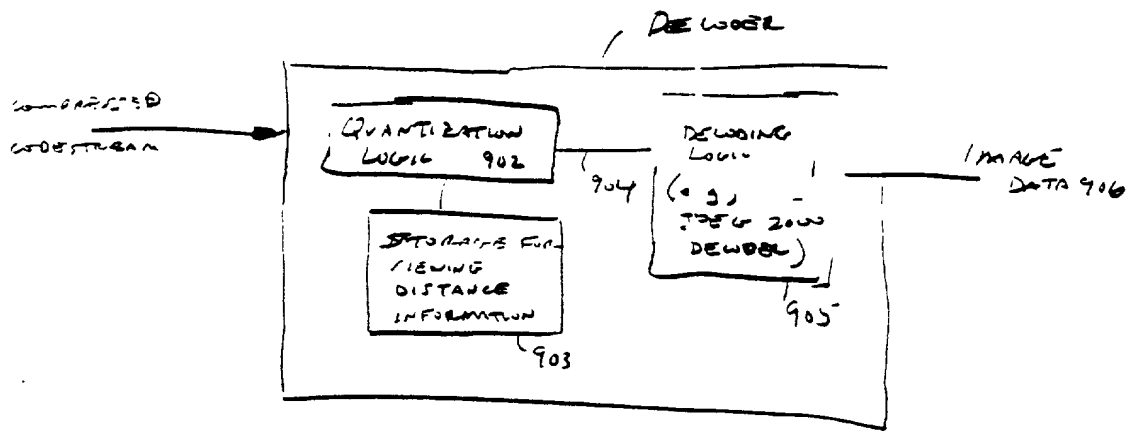


Figure 9

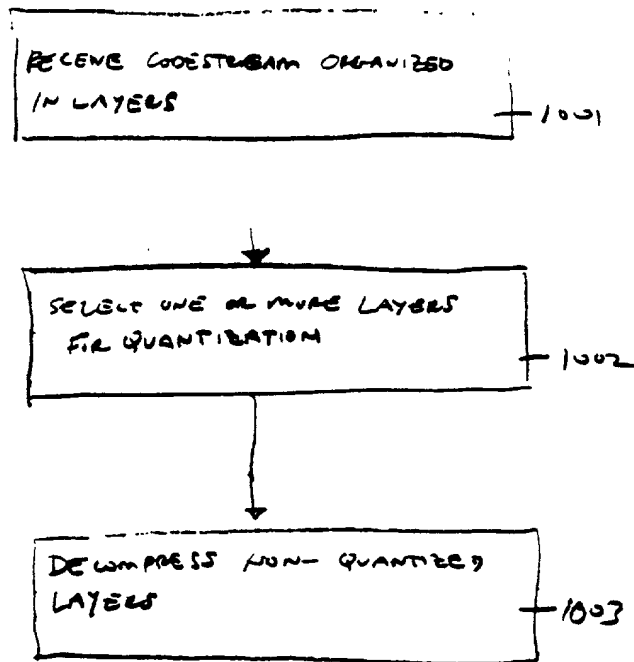


Figure 10

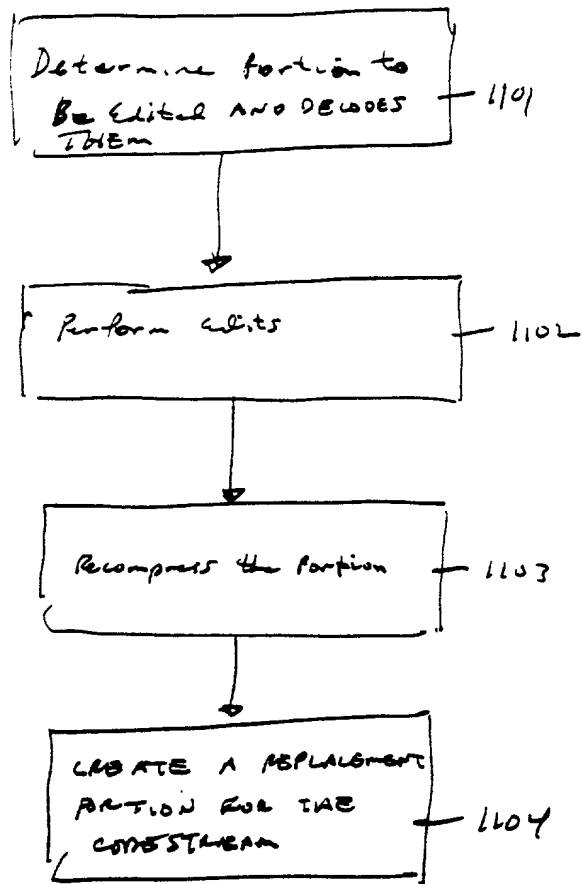


Figure 11

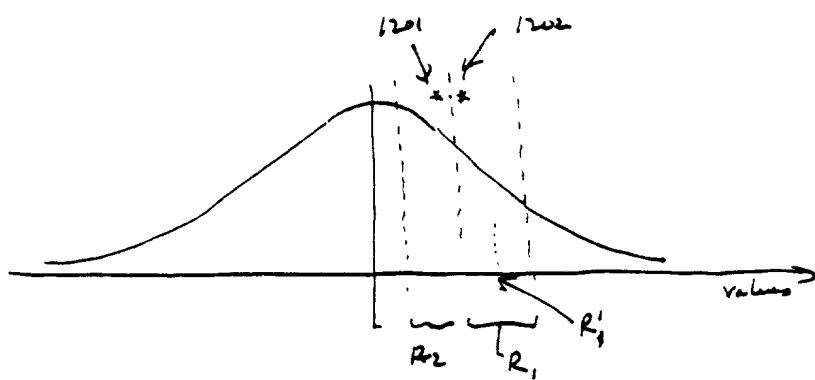


Figure 12

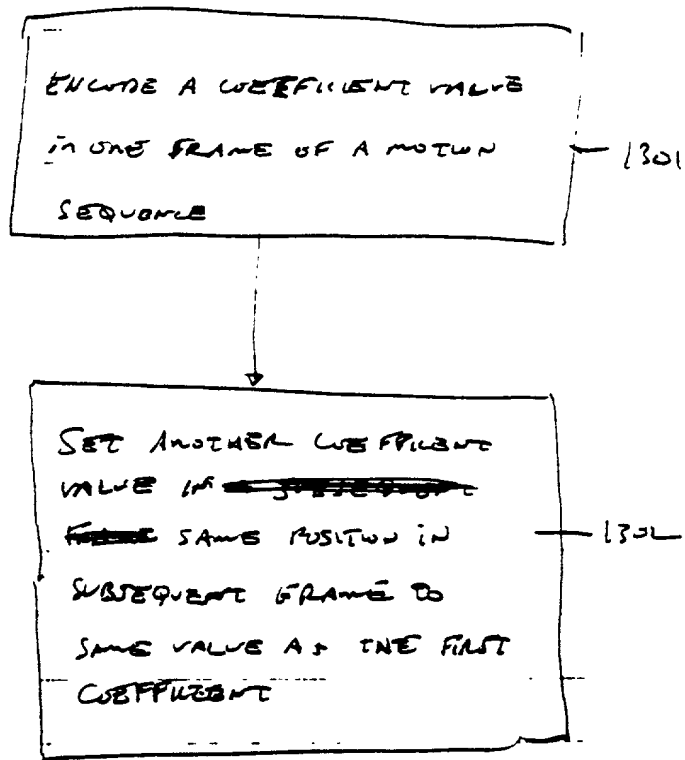


Figure 13

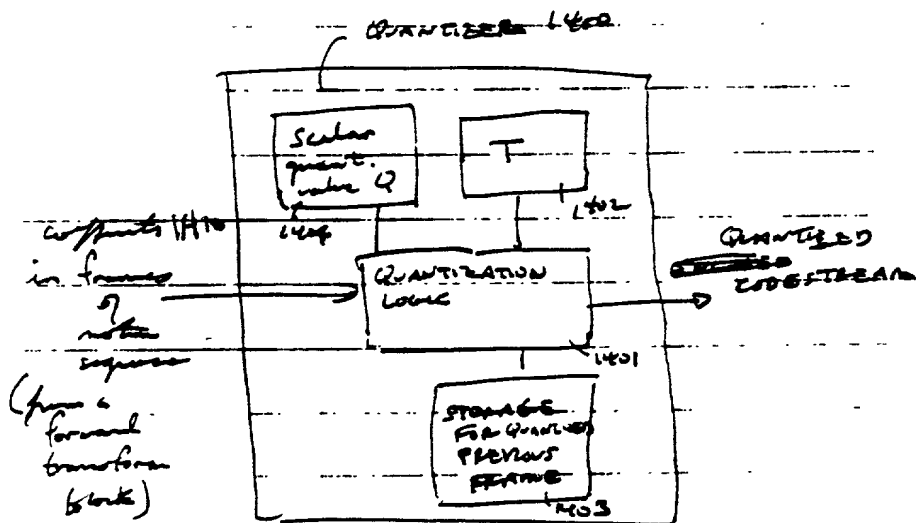


Figure 14

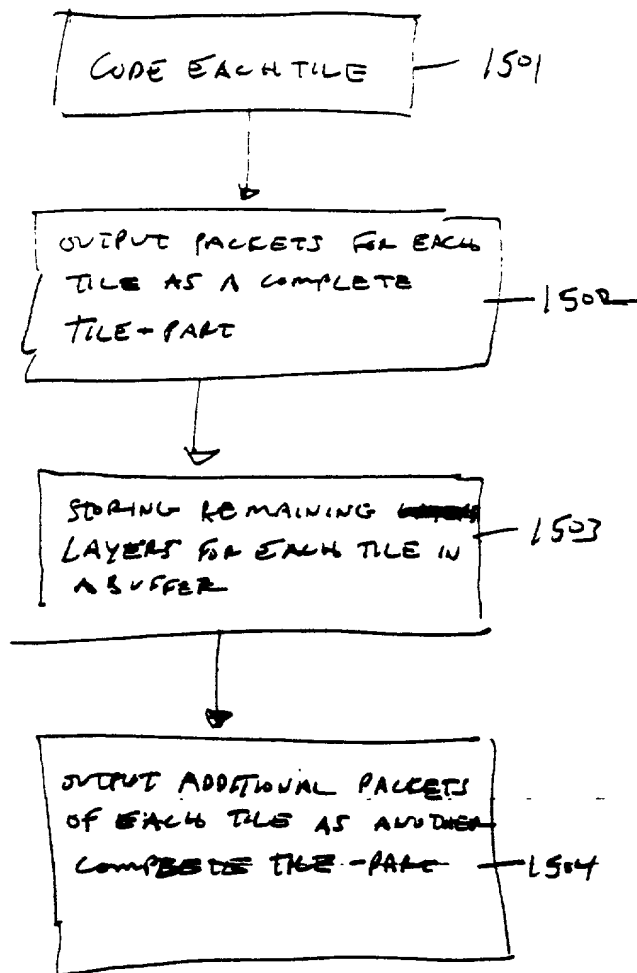


Fig 15 A

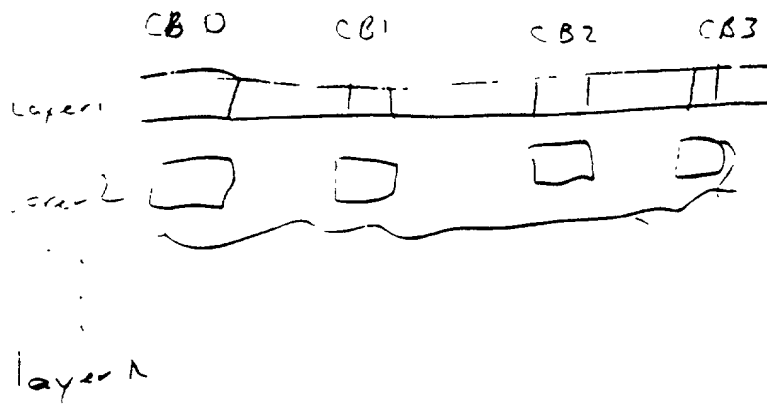


Fig 15B

15B

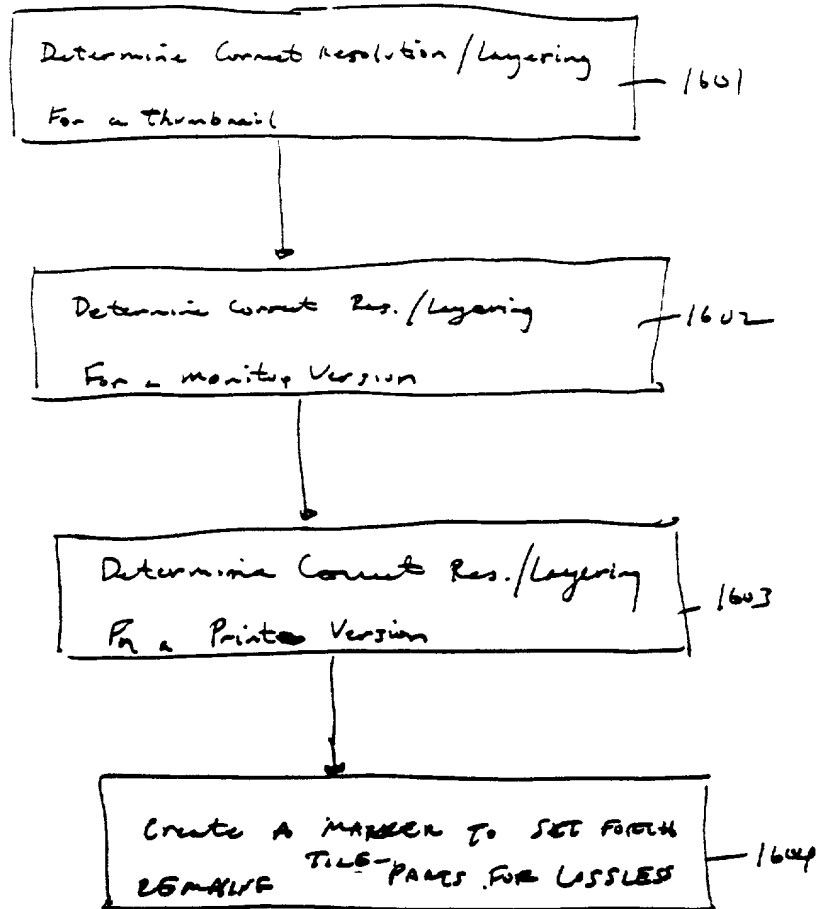
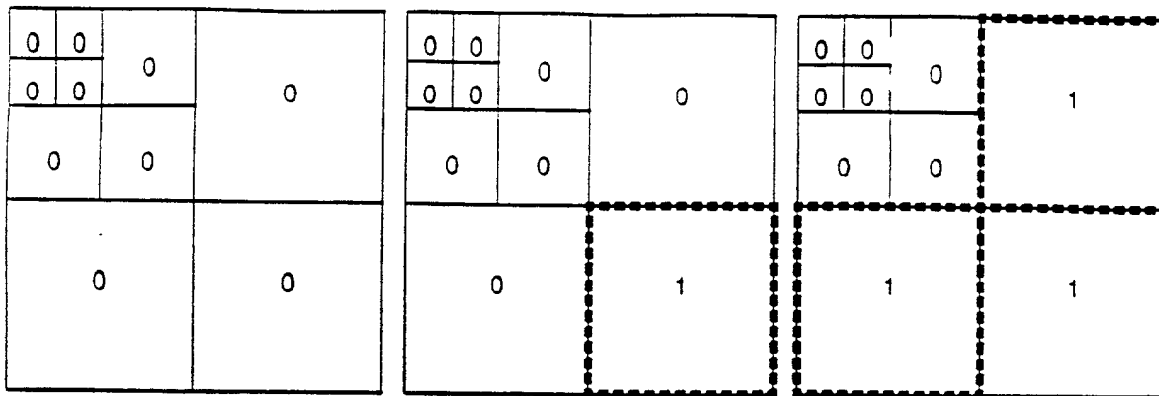


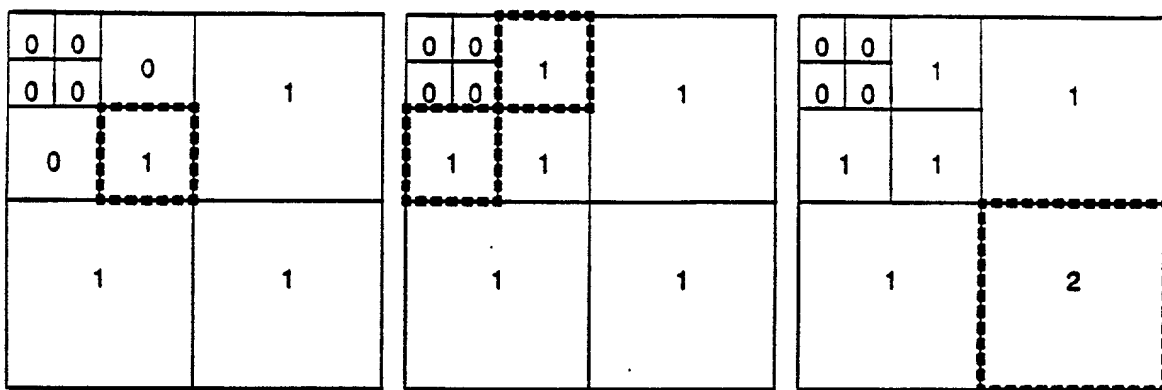
Figure 16



A = lossless

B

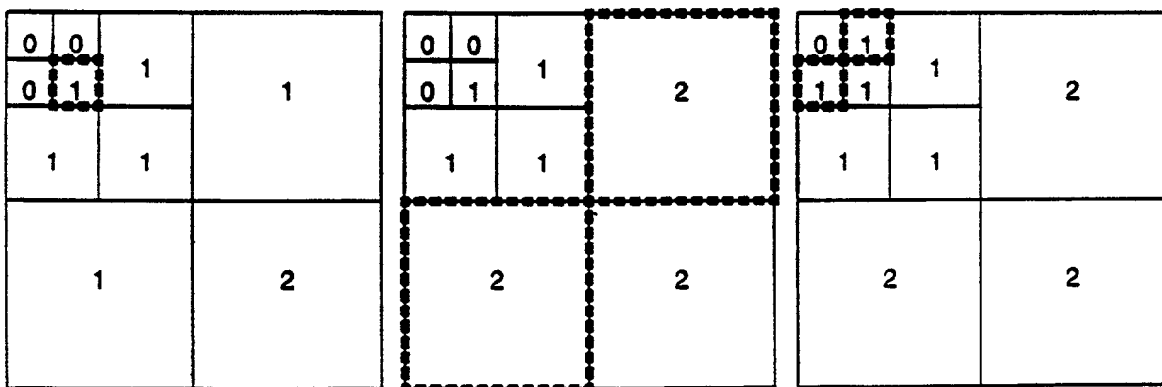
C



D

E

F



G

H

I

Figure 17

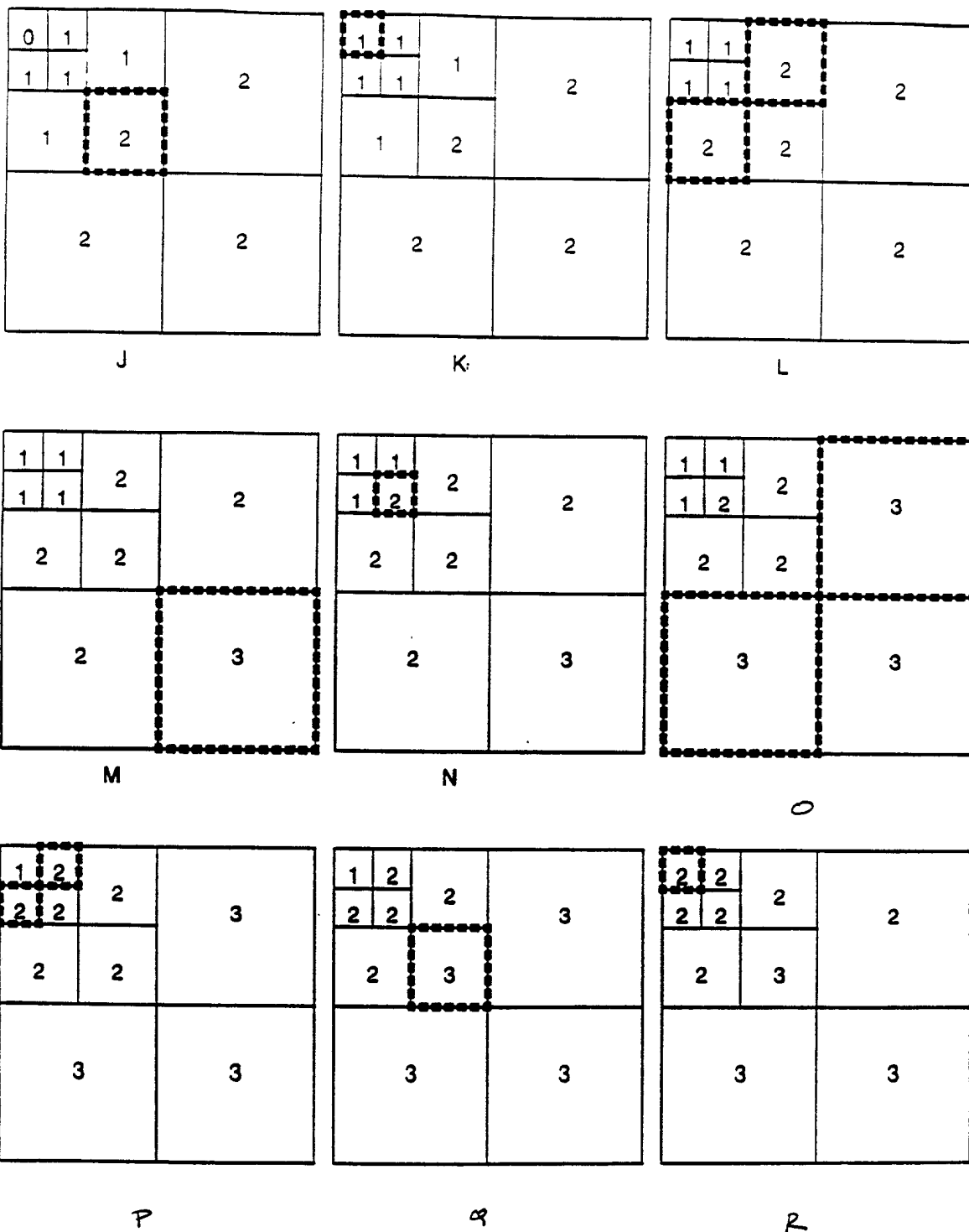


Figure 18

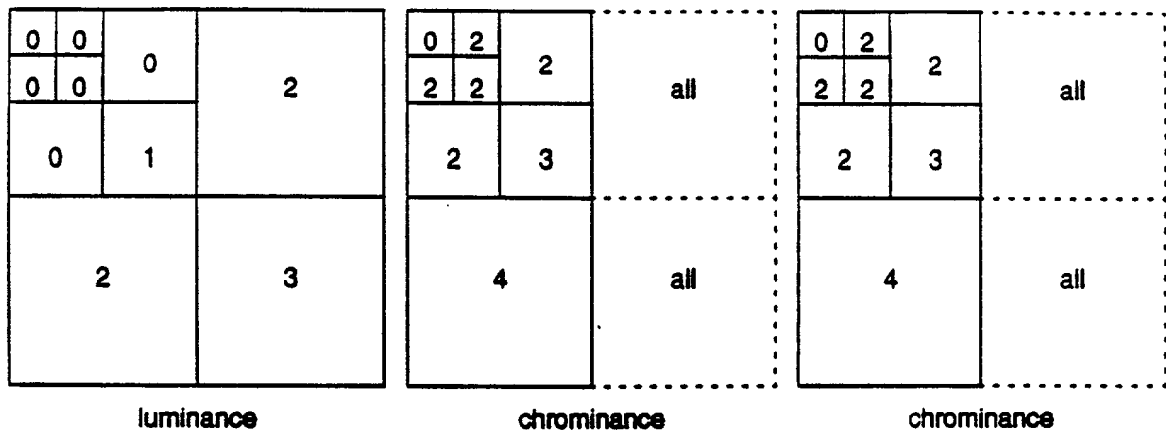


Figure 19

2000

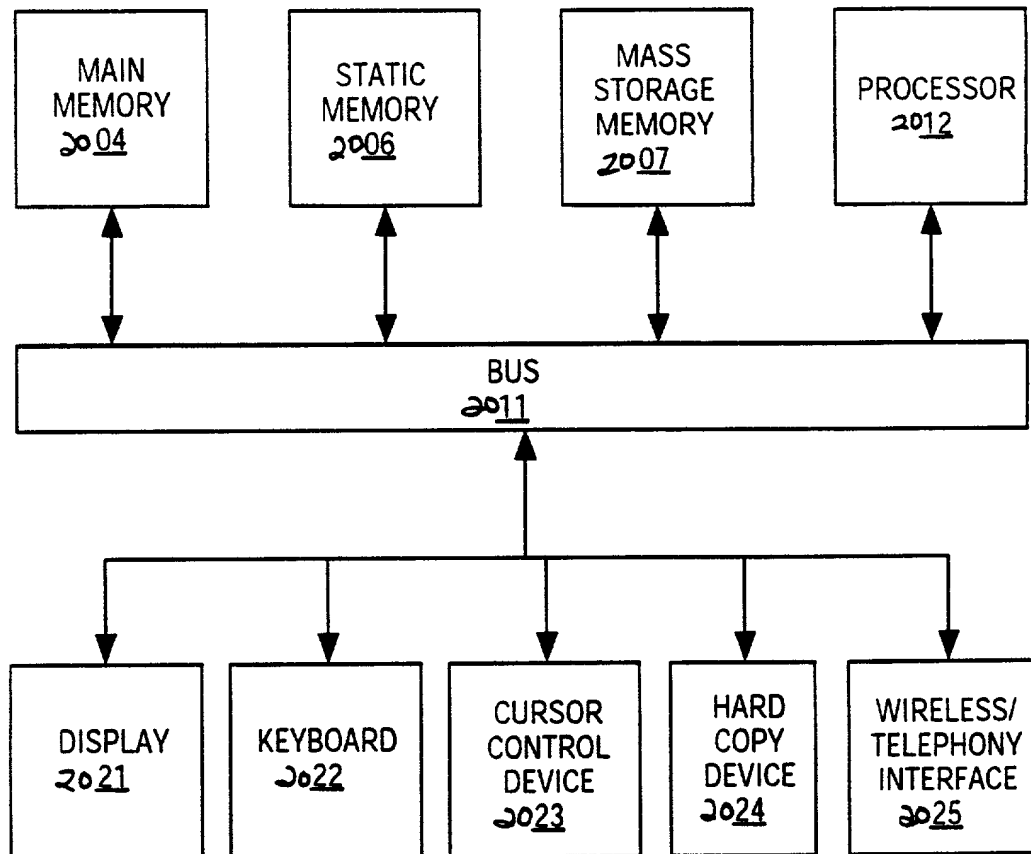


FIG. 20

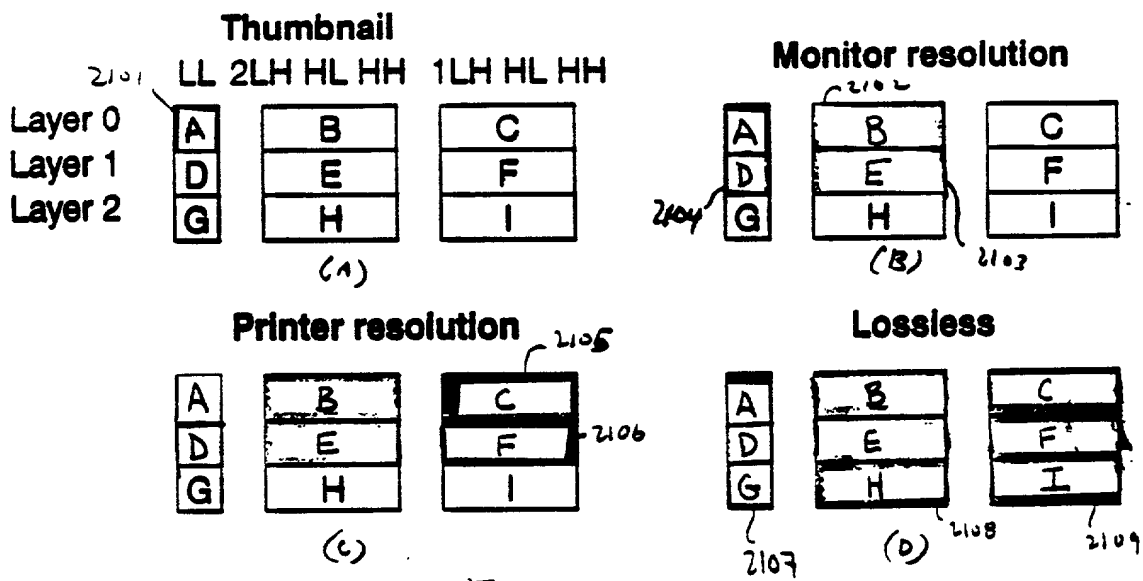


Figure 21

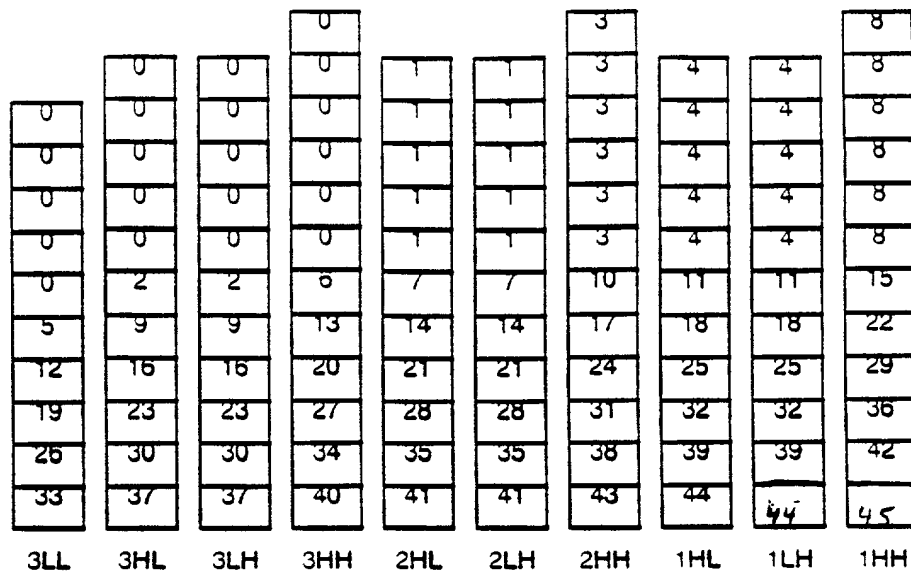


Figure 22

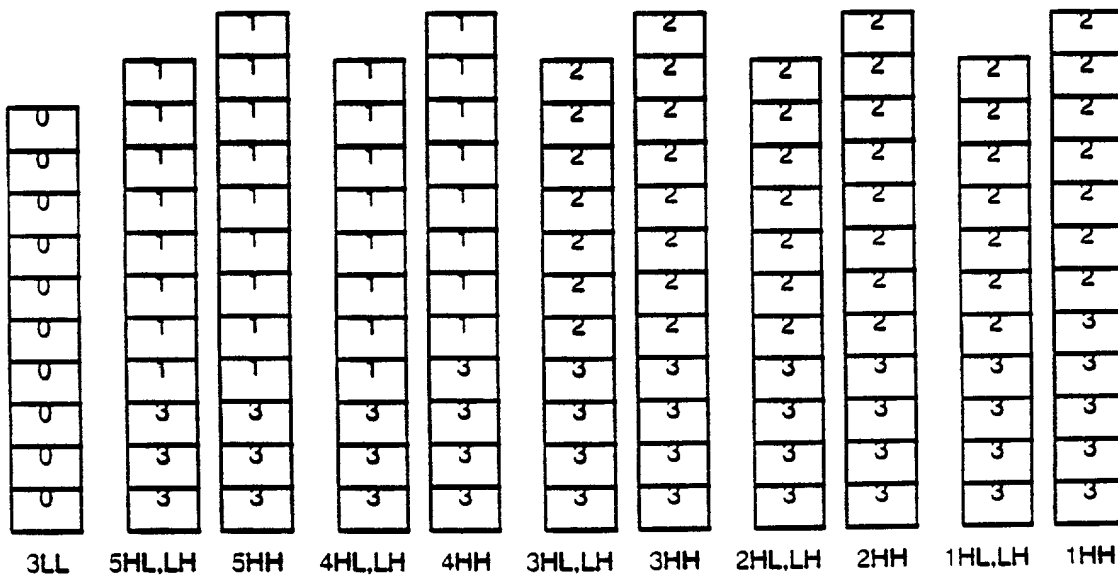


Figure 23

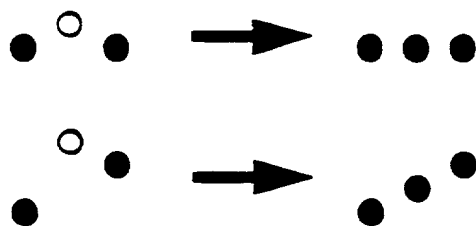


Fig- 24

TYPICAL DECODE OF COLOR IMAGES

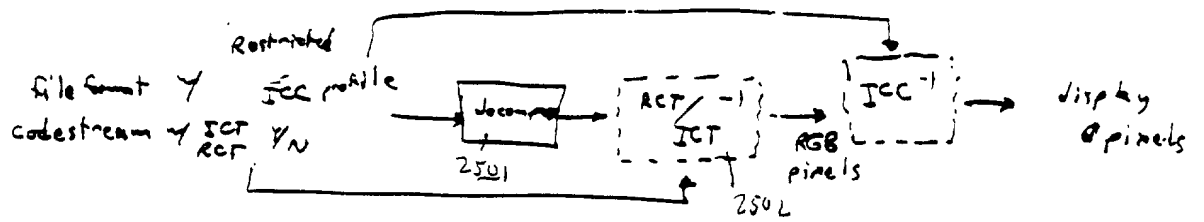


Figure 25

DUMB CAMERA ENCODER

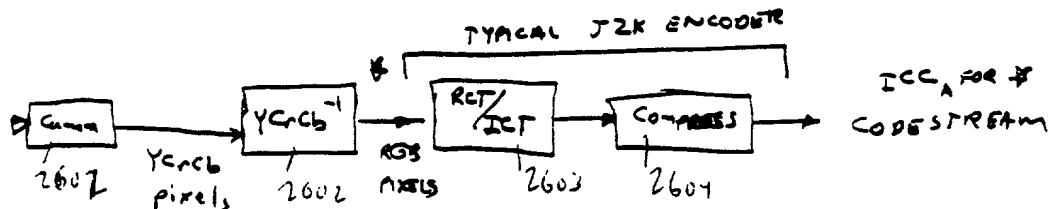


Figure 26

SIMPLE CAMERA ENCODER



Figure 27

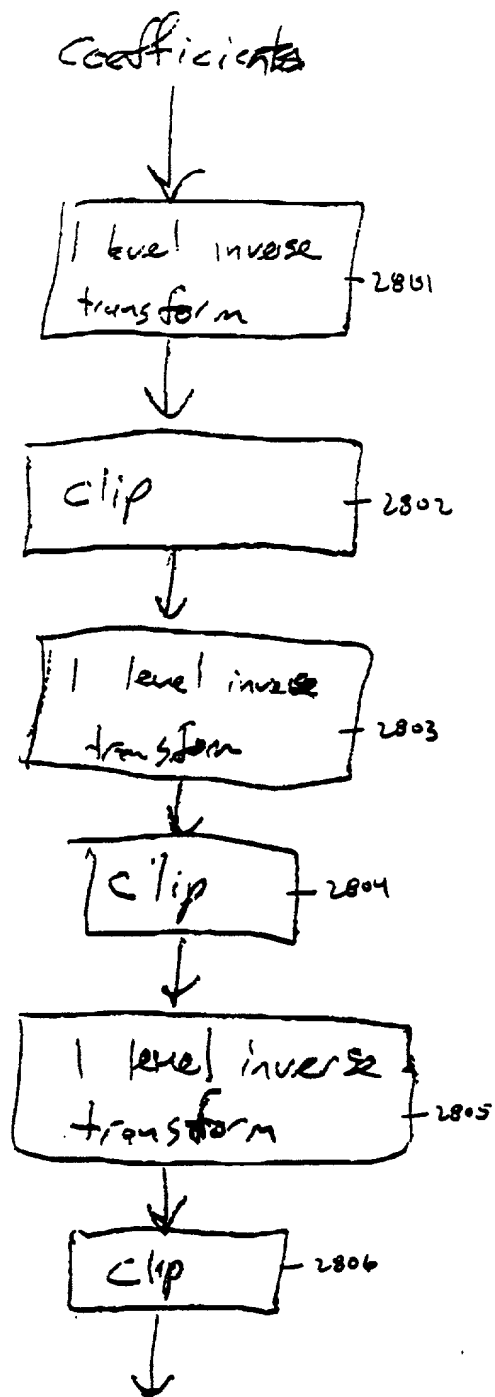


Figure 28